

CLAIMS:

1. A method on an information processing system for Secured Socket Layer (SSL) management, including at least one load dispatching processor and at least two

5 servers, comprising the steps of:

receiving a request for a SSL session to transfer information with a client;
determining that if the request from the client has a current valid session id; and
determining if a location of the information in the request from the client is not on

10 a server which is used for the current valid session id, and if the location of the information is not on the server which is used for the current valid session id, then transferring the current valid session id from the server that is used for the current valid session id to a server that contains the requested information.

15 2. The method according to claim 1, wherein the step of determining if the location of the information in the request from the client is not on a server includes transferring the current valid session id from a central storage system.

20 3. The method according to claim 1, further comprising the step of establishing a SSL session with the client to the server that contains the requested information.

4. The method according to claim 1, further comprising the steps of:
selecting a server that contains the information being requested by the client,
wherein the selection is based on whether or not the server has currently established a
SSL session with the client; and

25 assigning the client to the server selected.

5. The method according to claim 1, wherein the step of receiving a request for a SSL session includes receiving a SLL request over a wireless network.

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a client, to a second server that contains the information being requested by the client;

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

the first server and the second server in less time than it would have taken to build valid

7. A method on an information processing system for Secured Socket Layer (SSL) management, including at least one load dispatching processor, at least two servers, and at least one client requesting a SSL session comprising the steps of:

receiving a request for a continuance of the SSL session to transfer information

5 with a client;

sending a request to client for a current valid session id;

receiving the current valid session id; and

completing the of the SSL setup by transferring the current valid session id to a server holding information to transfer as request by the client.

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8. The method of claim 7, further comprising the steps of:

transferring the valid session id information that exists between a first server and a client, to a second server that contains the information being requested by the client;

waiting for the transference of the session id information between the first server
15 that contains valid session id information and the second server;

completing the waiting for the transference of the session id information between the first server and the second server in less time than it would have taken to build valid session id information between the client and the second server directly.

20 9. A method of claim 7, wherein the step of sending a request for a SSL session by the client is caused by the requirement for secure information exchange.

10. A method of claim 7, wherein the step of sending a request for a SSL session by the client is caused by the requirement for a private information exchange.

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11. An information processing system for shared Secured Socket Layer (SSL) management comprising:

a network interface for coupling at least one client system;

a local network for coupling two or more servers for serving information

5 accessible by each of the servers to the one or more client systems over the network interface, wherein each server includes an interface to a repository of SSL session keys; and

at least one load dispatching processor, coupled to the local network, for sending requests for information from the at least one client system that have a current valid

10 session id to one of the two or more servers so that the server receiving the requests is not a server in which a current valid session id exists with the at least one client system.

12. The information processing system according to claim 11, wherein the at least one load dispatching processor includes an interface to a centralized repository for
15 storing the session keys for each of the two or more servers.

13. The information processing system according to claim 12, wherein the local network includes a back plane and at least two servers are coupled to the back plane.

14. A computer readable storage medium containing programming instructions for Secured Socket Layer (SSL) management, including at least one load dispatching processor and at least two servers, the programming instructions comprising:

receiving a request for a SSL session to transfer information with a client;

determining that if the request from the client has a current valid session id; and

determining if a location of the information in the request from the client is not on a server which is used for the current valid session id, and if the location of the information is not on the server which is used for the current valid session id, then transferring the current valid session id from the server that is used for the current valid session id to a server that contains the requested information.

15. The computer readable storage medium according to claim 14, wherein the programming instruction of determining if the location of the information in the request from the client is not on a server includes transferring the current valid session id from a central storage system.

16. The computer readable storage medium according to claim 15, further comprising the programming instruction of establishing a SSL session with the client to the server that contains the requested information.

17. The computer readable storage medium according to claim 14, further comprising the programming instruction of:

selecting a server that contains the information being requested by the client, wherein the selection is based on whether or not the server has currently established a

SSL session with the client; and

assigning the client to the server selected.

18. The computer readable storage medium to claim 14, wherein the programming instruction of receiving a request for a SSL session includes receiving a SLL request over a wireless network.